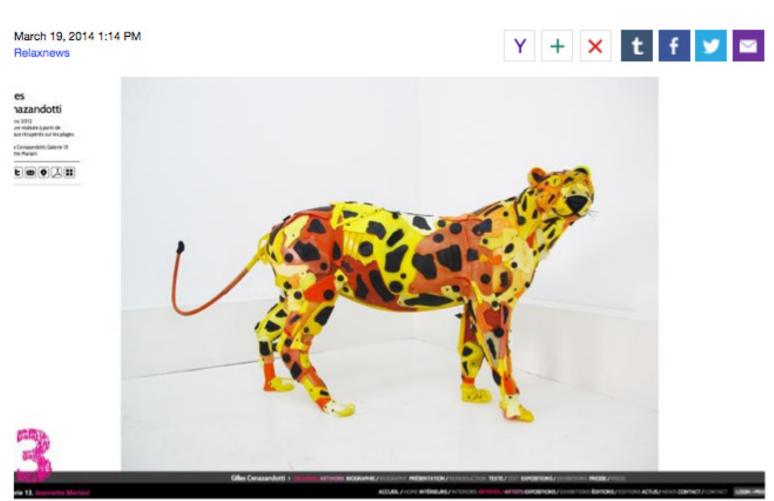


## Art pick of the week: Cenazandotti's recycled tidal art



Gilles Cenazandotti's Panthère on the Galerie13JM.com

Junk and debris rescued from beach-front eyesore anonymity are turned into arresting scale models of nature's rarest creatures at the hands of Corsican artist Giles Cenazandotti.

Propelled by a range of art blogs -- Junk Culture, Laughing Squid, Lustik, Beautiful/Decay -- Cenazandotti's thematic works were resurfaced just shy of a week ago by contemporary art collective Anti Utopias.

Vibrant, meticulously constructed appropriations that they are, Cenazandotti's creatures are at their most striking when shown in what, for some, would be their real-world habitats, were such beasts made from flesh and blood rather than the oddments and offal of consumptive waste.

A favorite of Galerie 13 Jeannette Mariani, tucked away in Paris's Left Bank, Cenazandotti explains his tendency to make models of the earth's rarest animals.

"What's going to happen when the tide overflows with our rejected products -- abandoned on Earth and collected by the Sea?" he asks.

"Impressed by everything that the Sea, in turn, rejects and transforms, on the beaches I harvest the products derived from petroleum and its industry."

"In covering these animals with a new skin harvested from the banks of the Sea, I hope to draw attention to this possible metamorphosis -- to create a trompe I'oeil of a modified reality."

In fact, the diversity of animal life features in several of the online art community's most eye-catching nuggets this week.

This Is Colossal took Andrea Mastrovito's collage of college textbook cut-outs -- The Island of Dr. Mastrovito -- and put it back into circulation around the popular consciousness, following successful exhibition stints on Governors Island in New York and in Lausanne, Switzerland.

And the last two years of paper sculptures provided by the hands of Zim & Zou (France's Lucie Thomas and Thibault Zimmermann) became another talking point among lovers of art and design.